

Pakeho

Feb 2019

Introduction

A limestone fault scarp in the bush margin overlooking the Mangapu Stream. The flaggy limestone here does have bands of variable quality, as is typical of Te Kuiti Group limestones, but is generally very solid. The climbs are dominated by horizontal breaks, so get used to pinch grips, but on most routes you will end up using a wide variety of holds.

Pakeho is purely as a sport climbing crag – no mixed routes and it's only a trad route until its bolted! A 60m rope and a dozen draws will get you up everything so far. It's a new crag so a helmet is recommended! Initial development concentrated on medium and low grade routes and with the focus being on routes for novice climbers and introducing sport leading. Many routes have good gear placements (ignore the bolts and lead trad if you like) resulting in a good training venue for placing gear and trad leading.

Recreational climbers visiting the crag need to understand the venue was developed (from scratch) by Green Glow eco-adventures. Access is controlled by Green Glow and recreational climbers are welcome to use the site on the grounds that they do not interfere in any way with Green Glow activities. Much of the attraction of the place is its peaceful, green setting and we would like to keep it that way, so we may limit numbers. Please read the conditions below and stick to them. Abuse by individuals will result in that individual being denied further access and widespread abuse will result in the closure of the crag to climbers.

Gear.

Routes are all sport. You will require 12 quick draws and a 60m rope to lower safely.

Disclaimer

The author, publisher, and landowners take no responsibility for damages, injury, disability, or death resulting from the use of this guide. This guide does not guarantee any of the fixed gear, including bolts, peg, or belays mentioned in this guide. All fixed gear is to be used at the climbers own risk. Ownership of the guide does not grant you entry onto the property or crag. No responsibility is accepted for the accuracy of the information in this guide. Climb at your own risk.

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The Rules!

1. Pakeho Crag is Private Property, all climbers must obtain permission to enter his property by emailing pakehocrag@glowing.co.nz
2. Don't park on the drive or in any way obstruct access along the drive.
3. No New Route development.
4. Leave Gates as you find them.
5. No dogs, guns or fires!
6. Keep it peaceful. No music, portable CD players, car stereos etc. and a minimum of shouting and swearing please!
7. Do not interfere with or remove any equipment left or stored on the site.
8. Carabiners and rapides on belays are to be left as you found them.
9. Under no circumstances are rapides to be removed from the rigging (usually chain), or re-arranged on the rigging.
10. Take your rubbish with you.
11. Stick to the climbing area, do not go wandering off elsewhere.
12. The caves are strictly off-limits, Keep away.
13. If you are asked to vacate a climb or keep clear of a spot while it is used for a tour please do so quickly and graciously.

Many thanks to Bryce Martin, whose support and advice is greatly appreciated. www.rockclimb.co.nz. Thanks also to Stewart Dempsy for trying out many of the routes with me and his efforts on the Tower.

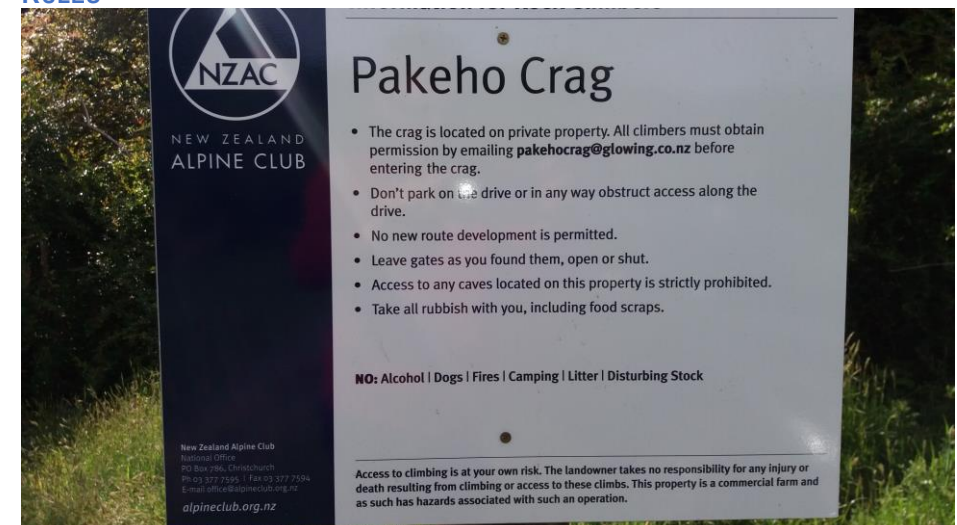
The Hanging valley and cave wall have not been developed yet. Stay away unless you have specific permission to visit these areas.

Location

1233 Oparure Rd, Te Kuiti

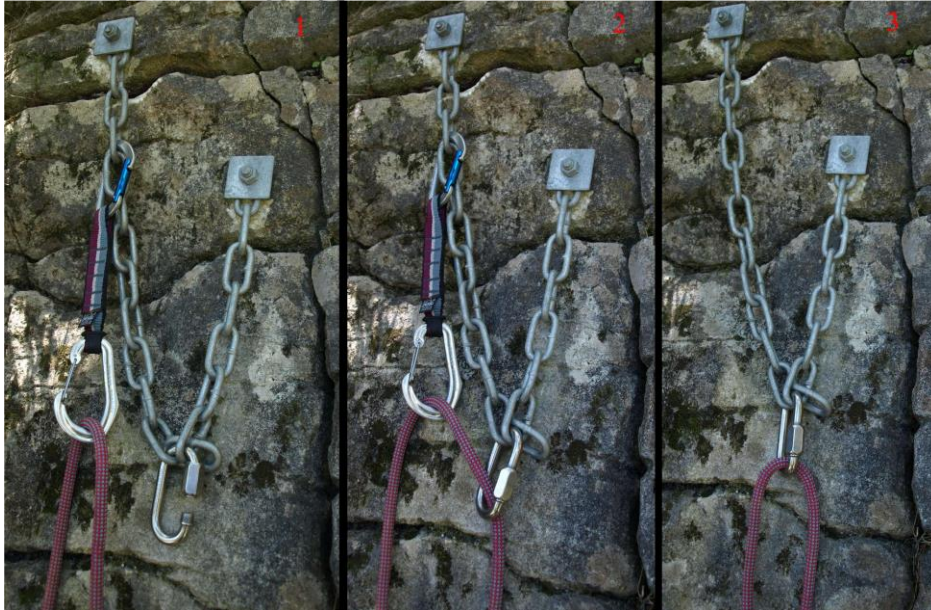


PAKEHO SIGN & RULES



Fixed Rigging and Belays

Please leave any fixed ropes on the crag as you find them, do not use them or interfere with their rigging. Belays are equipped with a rapide for lowering and top-roping. Most are double bolts and chain (DBC-R), some are wire rope (W-R). A couple have a rigging plate (P-R). A couple have a rigging plate (P-R).



The rapide system is set up to be quick and easy with the leader remaining on-belay at all times:

1. Clip the chain, or an eyelet in the case of wire rope, as you would a bolt runner, then undo the rapide.
2. Drop your rope into the rapide and do it up – finger tight only!
3. Remove your gear and lower away!

Using this system as described will avoid leaders being dropped through miscommunication, incorrectly re-tying knots etc.

Tighten rapides FINGER TIGHT ONLY, do not over-tighten them!

(they are plenty strong even undone!) As finances permit the rapides are being replaced with stainless steel snap-gates.

New Routes

Minimum requirements for gear:

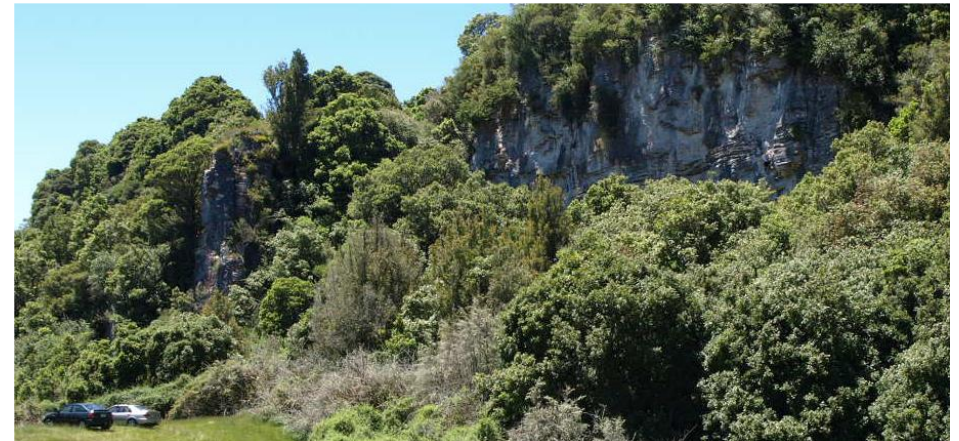
Runners - 12mm x 100mm galv Ramset Trubolts.

Anchors - 12mm x 140mm+ galv Ramset Trubolts.

Chain - rated chain only (800kg+). Please discuss your route with Paul before starting work on it. In order to minimize hazards to other users, no cleaning or scouting of new routes is to be done without explicit permission. If you want to work on putting up a new route you must inform me of this when getting permission to climb. Ensure you leave any adjacent routes CLEAN at the end of the day! Don't leave ropes hanging on a route for months at a time (they may be removed). Unsafe routes (i.e. with potential ground-falls) may be retro-bolted.

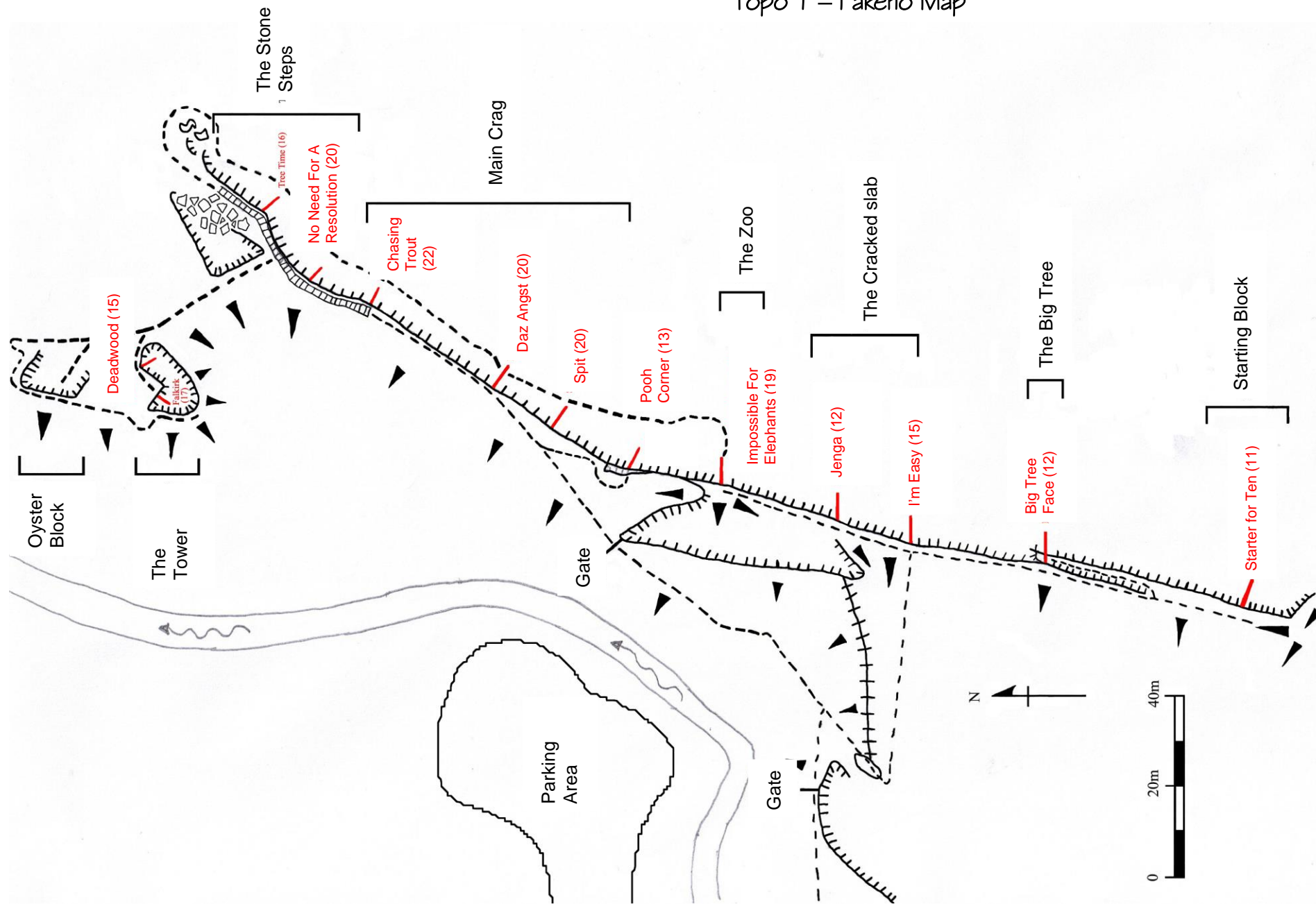
The Guide

Routes marked with **▲** are tagged with their name and grade. Stars are a rough guide to the quality of the routes, and represent only the opinions of a handful of climbers so far. We have attempted to keep grades in line with other climbing areas and they are an 'average' of several opinions where possible.



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Topo 1 - Pakeho Map



The Leaning Tower.

There is a traverse line here for a reason - clip in. Ignore it to your peril!

Zip (12) 6m

So far a top-rope from the Zap belay only. Start up the block from the belay platform and up the crack anyhow you like!

Zap (15) 7m

Start up the corner crack below the belay platform, then stay right of the big crack after the ledge. [3 bolts, DBC-R belay]

Paul Hunt 21/04/09

Deadwood (15) 8m

Up the arete from the very bottom, staying on the left face. The upper face has mostly slopers and thin seams so layback the arete past bolt 3!

[3 bolts, DBC-R belay]

Paul Hunt 22/04/09

Done Dirt Cheap (16) 8m

Shares the first two bolts of S.M.E. Start up the scoop keeping the first two bolts on your right, then move left onto the arete.

[3 bolts, DBC-R] Stewart Dempsey 1/02/09

Sorry Mr Epiphyte (15) 8m

Climb the face – keeping the first 2 bolts on your left. Top out, downclimb to the Deadwood belay and lower off or finish at the Cthru belay on the right.

[4 bolts].

Paul Hunt 1/02/09

* Cthru (12) 8m

The obvious Corner crack / chimney that, surprise, you can see through! – Best done as a corner crack although the first ascent was done by groveling up the inside on natural pro. [4 bolts, DBC-R]

Paul Hunt, Stewart Dempsy 09

Falkirk (17) 8m

Straight up the middle of the steep/overhung face. Top out and belay from the Cthru belay. The edge of the Cthru crack is out of bounds! [3 bolts]

Paul Hunt, 4/01/09

***Ripsaw (15) 9m

Step around the ledge until the pointy end of the arete is aimed at your chest, then straight up!! Relish the exposure! If you swing around too far

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onto the right face you're on the top of Dirty Deeds. [3, bolts all on left, DBC-SG] Paul Hunt, FFA Garry Kane 20/04/09

The next two routes start from the base of the river face of the tower. Follow the 'track' down and around past the Oyster Block or Rap off the tower. Not the best rock but hey, it's a free standing tower...

** Dirty Deeds (17) 23m

Start up the leaning block on the left to the ledge and the first bolt, then up the left side of the tower using the arete and face. Finish up the face rather than using the ripsaw arete.

[7 Bolts, DBC-SG (steel carabiner)]

Stewart Dempsey 1/02/09

Big Boy (17) 23m

Up the middle of the tower and finishes on the right. Needs cleaning properly and still has some loose rock. Currently starts by traversing right from the top of the leaning block but will soon have a bolt added for a direct start.

[7 bolts, belay as for D.D.]

Stewart Dempsey

S.T.D. (Stus Trundle Dilemma) – Project

The right "Arete". Lots of rock got trundled off this one, in the end the 'dilemma' got bolted in place! [Currently a top-rope.]

The Oyster Block

The block of oyster packed rock to the left (facing the rock) of the Tower.

Gerrards Project

Up the left of the face.

Guillotine (20) 9m

[4 bolts, DBC-R]

Gerard Tarr 06/04/10

The Stone Steps

Double Six (15) 6m

Two short routes to same belay, using the same bolts.

1 – Up the face on the left of the angled arete. 2 – The angled arete

[2 bolts, BBC-S]

Paul Hunt 09

Less Work (16) 6m

Start as for right side of double six, get the big hold above the first bolt then straight up.[2 bolts, DBC-R]

Stewart Dempsy 9/12/09

***Tree Time (16) Δ

Up the short face in front of the skinny tree, under-cling to clip the bolt then power through overlap to the arete on the left and a rest! Best if finished up the face rather than the gut on the left. [5 bolts, DBC-R]

Paul Hunt, FFA Kierran Mckay 25/10/09

* Hole Thing (15) 8m Δ

Jamming a hand in the hole somehow helps get you to the top!

[3 bolts, DBC-R] *Paul Hunt 24/04/09*

EZCC (11) 8m

The ledge corner crack.[4 bolts, DBC-R]

Paul Hunt, FFA Stewart Dempsy, Solo, 09

Dessicator (19) 10m Δ

Start in the scoop, traverse left under the arete, the crux is getting past bolt 2 to good holds way out left behind the tree. Move back right from these and on up the arete.[4 bolts, W-R]

Paul Hunt 9/12/09

Bottle of Smoke (23) 10m

Straight up the arete right of Dessicator, through the bulge and up to the 4th bolt on Dessicator and up to the belay.[4 bolts, W-R]

Gerard Tarr 29/05/11

No Need For A Resolution (21/23) 11m

Clip the first bolt of Sitting Duck, head to the crack then up. The crux is pulling through the bulge, find the side pull out right.[3 bolts, DBC-R]

Brad Hewson 31/12/09

Sitting Duck (15) 17m

Up the 'stairs' to start. Stay off the detached block. Clip the second bolt of N.N.F.A R. if the gap between the 2nd and 3rd bolts worries you. Tall people can reach the fifth bolt before moving to the right.[6 bolts, DBC-R]

Paul Hunt, FFA Hanna 7/10/09

Bottomless (19) 16m

What else do you call the companion route to Topless!! Move right after clipping the first bolt and left clip the next. Getting onto the ledge is the crux and is rewarded with a hands free rest. Use it well. Joins Topless at its last bolt. A joint effort between Paul, Kierran Chandler and Jason Chandler.

[7 bolts, DBC-S as for Topless]

Jason Chandler 10/12/11

***Topless (17) 16m Δ

Pull through the roof then onto easier ground on the right. Aim for the big flake below the roof to the right of bolt 4 rather than straight to the bolt.

[7 bolts, DBC-S]

Paul Hunt, FFA Stewart Dempsey 24/04/09

Chasing Trout (22) 20m

[8 bolts, DBC-R]

Tom Johns 15/03/10

Main Crag

The highest part of the cliffs, running right from the base of the stone steps to the top of the wooden 'steps' at Pooh Corner.

** Calcium Snow (18) 23m Δ

The roof isn't the crux! A little run out at the top on juggy rock. Have fun!!

[10 bolts, DBC-R]

Paul Hunt, FFA Travis Cross ?/10/09

***Daz Angst (20) 27m

This is a frequently used abseil site so climb it when tours aren't around and don't leave ropes on it thanks! [12 bolts, P-R]

Tom Johns ?/10/10

Trog (16/17) 25m

Follow the curving, intermittent, crack up to the left trending corner. Go right at the roof into easier ground, then back left at the top to the belay on the arete.[10 bolts ? , DBC-R]

Paul Hunt, FFA Kierran Mckay 25/10/09

Spit (19) 26m

The crux is getting through the thin moves on the Face after the little overhang. Originally given a 20.[11 bolts, DBC-R]

Paul Hunt 2010

***Stainless (17) 26m

The curving corner to the roof, and rest on the Tigger belay ledge. Left past a bolt and through the roof via the left groove to a bolt and another rest. Traverse left past the next bolt then up to two more, then right to get to the chains. Reasonably sustained climbing around grade 16 with the last section to the chains being the crux.[9 bolts, + 1 on H. Paws, DBC-R]

Paul Hunt, FFA Tom Johns 22/02/11

The next four routes are really a mix and match of starts and finishes. Usually the second two routes are combined into one long pitch with one of the first two, although they can be climbed as a multi-pitch too.

Hunny on my Paws (17) 14m

A right trending, technical, thinnish slab climb. Stay off the overlap. Clip the last bolt of Tigger and keep it on your right.

[6 bolts, DBC-S as for Tigger]

Paul Hunt, FFA Gerrard Tarr 26/02/10

Tigger (14) 12m Δ

The steepening slab. There is a hidden 'jug' at the back of the second small ledge, useful when clipping the bolt above. The crux is the next section with only fingertip holds. [5 bolts, DBC-S]

Paul Hunt, FFA Brad Hewson 10/09/09

* Tiger (16) 21m total. Δ

The overhanging corner (stay out of the smaller groove on the left – stem right instead) then head up to the right end of the roof.[4 bolts + Tigger belay, DBC-S]

Paul Hunt, FFA Brad Hewson 10/09/09

**Tiger by the Tail (18) 23m total.

Up the first 3 bolts of Tiger then through the roof – finding the jug in the crack for the right hand and clipping with the left makes the clip over the lip easy!

[6 bolts + Tigger belay, DBC-R]

Paul Hunt 26/02/10

Piglet (16) 21m

Starts up the face left of Heffalump Trap then through the left side of the scoop. Joins H. Trap for a couple of bolts then straight up from the ledge and through the overhang on the right side.[10 bolts, DBC-S as for Tiger]

Paul Hunt 2010

* Heffalump Trap (16) 20m Δ

Up the corner crack, passing the overhang on the left. From the ledge clip the bolt above your head then step out right onto the lip of the overhang then up to the next bolt. You can clip the belay, top out and belay from the trees then walk off if you really want to....[10 bolts, DBC-S]

Paul Hunt, FFA Stewart Dempsey 10/09/09

* Hunny Face (15) 19m Δ

Straight up from the marker to the ledge then enjoy the steepening slab. To clip the bolt over the roof, find the hidden jug in the horizontal break, at the base of the vertical crack. Get through the roof then pinch and don't stop!

Not a one move wonder! [7 bolts, DBC-OS]

Paul Hunt 2009

***Pooh Corner (13) 18m Δ

Follow the line of bolts to the corner crack which is best climbed by bridging.

[7 bolts, DBC-S]

Paul Hunt 2009

The Zoo

The small slab/face at the far end of the ledge. Cleaned up for the local kids!

* **Impossible For Elephants (9) 8m**

The big curving crack on the left. Just about anything except an elephant *should get up this one!! Reach out right to the H. frog bolts.[4 bolts, DBC-R] Paul Hunt (trad, dirty) 7/10/09*

Hippocrocorhinofrog (11) 8m

Bolt ladder made for a first lead. Straight up the line of bolts and stay out of the I.F.E crack.[4 bolts, DBC-R as for I.F.E]
Paul Hunt, FFA Jason Chandler 10/07/10

Funky Monkey (11) 8m

Start in the crack and go straight up to the tree. [Top rope, W-R]

Bouncy Bunny (12) 9m

Up the face between the cracks then trough the left side of the roof.
[4 bolts, DBC-SG]

Grabbit Rabbit (13) 9m

Up the column between the twin cracks then past the roof on the right.
[Top rope, DBC – SG as for BB]

The Cracked Slab

This is the first section of cliff that you see ahead of you after the first 'gate'. Climb the boulder to get around the fence at it's right hand end. As the name says its a slab with cracks... and holds everywhere! It started off by being set up to put a bunch of top-ropes down for groups of beginners, and ended up a little like a climbing gym outdoors!

Dirty Bertie 10 (8m)

The corner at the top of the steps. Think 3D! [4 bolts, DBC-OS]
Paul Hunt (gumboot solo) Nov/2009

Hope (15) 9m

As in hope like hell it doesn't all fall on you! Bouldery, smeary start then straight through the overhang. Shares the last bolt of Jenga.
[3 bolts, DBC-OS as for Jenga]
Paul Hunt, FFA Brad Heuson 18/12/09

* **Jenga Direct (11) 9m**

Straight up the crack. Use the Jenga bolts out right.
[Trad or the 4 Jenga bolts, DBC-OS as for Jenga]
Paul Hunt ?/10/09

Jenga (12) 9m Δ

Follow the curving line of bolts, keeping them on your left, go up the edge of the block at the top, good holds can be found by reaching into the short corner crack and on the bulge above. [4 bolts, DBC-OS]
Paul Hunt, FFA Sue McMaster 26/10/09

Quickie (14) 9m Δ

[2 bolts, DBC-OS]
Paul Hunt, FFA Sue McMaster 26/10/09

Serenity (14) 9m

Mantle and smear onto the ledge to start, then straight up. Use either Quickie or S.C. Anchors. [3 bolts]
Paul Hunt, FFA Sue McMaster 26/10/09

Semi Conscious (14) 9m Δ

Up the little arete to the ledge, step right into a small pocket, then straight up.
[3 bolts, DBC-R]
Paul Hunt, FFA Xander Bartley 26/10/09

* **Wisecrack (15) 9m**

Harder moves near the bottom, some crack climbing technique is handy.
[4 bolts, DBC-R as for S.C.]
Paul Hunt 12/11/09

Triple D (14) 12m

Smear, mantle and lunge to start or wimp out and start either side! Go to the left of the ledge, then up to the big rectangular hole – add a grade if you don't.
[4 bolts, DBC-OS]
Paul Hunt 05/04/09

Darren's Diagonal (13/14)

Start at the crack right of triple D and follow it to where I'm Easy goes through the roof then up to the I'm Easy belay.[Trad or top-rope, DBC-R]
Paul Hunt & Kierran Mckay 03/06/11

****I'm Easy (15) 12m Δ**

Straight up the line of bolts. Above the overhang it's a jugfest. [4 bolts, DBC-OS]
Paul Hunt, FFA Stewart Dempsey 05/04/09

The Big Tree

The small face and detached tower tucked in behind the tree. To set up a top rope just walk up the ramp along to the right.

Sofa Corner 10 (9m)

The corner crack with the 'cave'. Go onto the face and arete left of the cave to get to the top. Harder if you don't think 3D! [4 bolts, DBC-R]

Paul Hunt (gumboot solo) 6/03/09

Tree Face 12 (7m)

Straight up the face right of the corner crack. [4 bolts, top out to DBC-R]

Paul Hunt, FFA Stewart Dempsey (Trad) 16/11/10

Starting Block

Gumboot Alley (12) 8m

[2 bolts, DBC-R]

Paul Hunt, FFA Sue McMaster 26/10/09

Team America (12) 10m

Tops out. [3 bolts, W+B-OS as for S.F.T.]

Paul Hunt, FFA Xander Bartley 26/10/09

Tree Start (12) 10m

Stay left of the bolts and right of the tree. OK natural pro. [5 bolts, W+B-OS as for S.F.T.]

Paul Hunt, (Trad), 04/01/09

* **Starter for Ten (11) 10m**

Another bolt ladder for a first lead, watch out for z clips! Stay right of the bolts.

Great natural pro. [5 bolts, W+B-OS]

Paul Hunt, (Gumboot Solo), 01/01/09

Power Start (14) 8m

The start is a little hard on the arms. [2 bolts, DBC-R]

Paul Hunt, FFA Allan 04/01/09

It's a Start (14) 8m

A bit easier to get going on! Go straight up and traverse left to the anchors just before the top. [2 bolts, DBC-R as for P.S.]

Paul Hunt, FFA Allan 04/01/09

Hidden Face

Find your way through the Barbary beyond the Stating Block and hidden among the trees you will find a small face with an overhang at the bottom. All three routes share the same DBC-R belay up high (it's 13m from the bottom of the climbs to the belay). It's easier on your rope to abseil off this one.

Pumpinator / Pumpinator+ 16 (9m)

Overhung at the bottom, then vertical, some pockets. Stays left of the bolts, climb right of the bolts for a harder variant – Pumpinator+.[4 bolts, DBC-R]

Paul Hunt, FFA Kieran McKay 26/10/09

Pump Class 17 (8m)

Up through the overhang and face below the crack. [3 bolts, DBC-R]

Paul Hunt, FFA Pip Rees 26/10/09

Pumpkin 14 (8m)

Start up the block under the roof, step left at the first bolt then straight up to the arete. Move left at the top for an easy mantle to finish. [3 bolts, DBC-R]

Paul Hunt, 18/09/09